CUT! Visual Novel Language

Coding References

CUT! Version 1.1405

Reference Version 0.4

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**Declarations**

1. **Character**
   1. About:
      1. Character is used to define a character for Speech.
   2. Attributes:
      1. #Character Name : (name=””, textcolor=””)
         1. Name: This is the name used when referring to it.
         2. Textcolor: This is the color of their text.
   3. Example:
      1. *#Character N : (name="Narrator", textcolor="White")*
   4. Regex:
      1. ^#Character(\s)\*(\w\*)(\s)\*:(\s)\*\((.\*)\).\*
   5. Changes:
      1. Version 1.1400: DefaultTextStyle does not override character Textcolor.

1. **Background**
   1. About:
      1. Background is used to define a background for SetBackground.
   2. Attributes:
      1. #Background Name : filename=””
         1. Name: This is the name used when referring to it.
         2. Filename: This is the address of the file. You do not put the extension in with the filename.
   3. Example:
      1. *#Background graveyard-Tombstones : filename="Images/Backgrounds/05"*
   4. Regex:
      1. ^#Background(\s)\*(\w\*)(\s)\*:(\s)\*filename(\s)\*=(\s)\*""(.\*)"".\*
   5. Changes:
2. **Movie**
   1. About:
      1. Movie is used to define a movie for PlayMovie.
   2. Attributes:
      1. #Movie Name : filename=””
         1. Name: This is the name used when referring to it.
         2. Filename: This is the address of the file. You do not put the extension in with the filename.
   3. Example:
      1. *#Movie Movie1 : filename="Movies/MovieOGG2"*
   4. Regex:
      1. ^#Movie(\s)\*(\w\*)(\s)\*:(\s)\*filename(\s)\*=(\s)\*""(.\*)"".\*
   5. Changes:
3. **Image**
   1. About:
      1. Image is used to define an image for ShowImage, RemoveImage and Animate.
   2. Attributes:
      1. #Image Name : filename=””
         1. Name: This is the name used when referring to it.
         2. Filename: This is the address of the file. You do not put the extension in with the filename.
   3. Example:
      1. *#Image Sam : filename="Images/casualsam"*
   4. Regex:
      1. ^#Image(\s)\*(.\*)(\s)\*:(\s)\*filename(\s)\*=(\s)\*""(.\*)"".\*
   5. Changes:
4. **Animation**
   1. About:
      1. Animation is used to define an animation for any Image(s) and Animate.
   2. Attributes:
      1. #Animation Name : (time=float, xpos= float, ypos= float, alpha=float)
         1. Name: This is the name used when referring to it.
         2. Time: Overall time to finish animation.
         3. Xpos: X position to be at when the animation is done.
         4. Ypos: Y position to be at when the animation is done.
         5. Alpha: The Alpha value of the image when the animation is done(0=Invisible, 1=Opaque).
   3. Example:
      1. *#Animation FadeIn : (time=5.0, xpos=0.5, ypos=0.5, alpha=1.0)*
   4. Regex:
      1. ^#Audio(\s)\*(.\*)(\s)\*:(\s)\*(.\*)$
   5. Changes:
5. **Audio**
   1. About:
      1. Audio is used to define an an audio file for PlayAudio, PauseAudio and ResumeAudio.
   2. Attributes:
      1. #Audio Name : filename=””
         1. Name: This is the name used when referring to it.
         2. Filename: This is the address of the file. You do not put the extension in with the filename.
   3. Example:
      1. *#Audio Paradise : filename="sounds/Paradise"*
   4. Regex:
      1. ^#Audio(\s)\*(.\*)(\s)\*:(\s)\*(.\*)$
   5. Changes:

**Non-Declarations**

All Regex have this attached to the end: \s\*(NEXT|MouseBreak|MouseFix|NextFade)\*

All Regex use double-double quotes to represent one quote.

1. **Speech**
   1. About:
      1. Audio is used to display text in the Text Box.
   2. Attributes:
      1. #Speech Name : “”
         1. Name: This is the name used when referring to it.
         2. “”: This is the text to be displayed
      2. Name “”
         1. Name: This is the name used when referring to it.
         2. “”: This is the text to be displayed
      3. “”
         1. Name: No name is required and no character name is shown.
         2. “”: This is the text to be displayed
   3. Example:
      1. *#Speech Joe : “Hey! How are you?”*
      2. *Joe “I am pretty good!”*
      3. *“No he is not”*
   4. Regex:
      1. ^#Speech (\w\*)(\s)\*:(\s)\*""(.\*)"
      2. (\w\*)(\s\*)""(.\*)"".\*
      3. ^""(.\*)"".\*
   5. Changes:
2. **SetBackground**
   1. About:
      1. SetBackground is used to set the background image. The Image must be set using Background Declaration.
   2. Attributes:
      1. #SetBackground Name
         1. Name: The Name of the Background Image.
   3. Example:
      1. *#SetBackground B1*
   4. Regex:
      1. ^#SetBackground(\s\*)(.\*?)
   5. Changes:
3. **PlayMovie**
   1. About:
      1. PlayMovie will start a Movie. It will be played behind all other backgrounds, so make sure that it is not being covered up.
   2. Attributes:
      1. #PlayMovie Name : (fadein=float, fadeout=float)
         1. Name: The Name of the movie to be played.
         2. Fadein: The seconds to fade in from 0 – 1 alpha.
         3. Fadeout: The seconds before the end it will start to fade out from 1 – 0 alpha.
   3. Example:
      1. *#PlayMovie thisMovie : (fadein=5, fadeout=1)*
   4. Regex:
      1. ^#PlayMovie(\s\*)(.\*)(\s\*):?(\s\*)\(?(((\s\*)fadein(\s\*)=(\s\*)([0-9]\*\.?[0-9]\*)\,?(\s\*)|(\s\*)fadeout(\s\*)=(\s\*)([0-9]\*\.?[0-9]\*)\,?(\s\*))\*)\*\)?
   5. Changes:
      1. Version 1.1405: Regex now does not require “:”.
4. **ShowImage**
   1. About:
      1. ShowImage is used to show an image on screen and can be used to animate it.
   2. Attributes:
      1. #ShowImage Name : pos=(%, %, %, %) alpha=(%) animation=””
         1. Name: The Name of the movie to be played.
         2. Pos(Position): The positions of the top left hand corner and the images size. (x, y, w, h).
         3. Alpha: The transparency of the image(0 = transparent, 1 = opaque)
         4. Animation: The name of an animation that will be run when this image is created. Use the declaration Animation to define an animation.
   3. Example:
      1. *#ShowImage BoxingKit : pos=(0.5, 0.09, .539, 2.04) alpha=(0.0) animation="FadeIn"*
   4. Regex:
      1. ^#ShowImage\s\*(.\*)\s\*:\s\*((\s\*pos\s\*=\s\*\(\s\*([0-9]\*\.?[0-9]\*\s\*%?\s\*)\s\*\,?\s\*([0-9]\*\.?[0-9]\*\s\*%?\s\*)(\s\*\s\*%?\s\*)\,?\s\*([0-9]\*\.?[0-9]\*\s\*%?\s\*)\s\*\,?\s\*([0-9]\*\.?[0-9]\*\s\*%?\s\*)\s\*\,?\))\,?|\s\*alpha\s\*=\s\*([0-9]\*\.?[0-9]\*)\,?|\s\*animation\s\*=\s\*""(.\*)""\,?)\*
   5. Changes:
5. **RemoveImage**
   1. About:
      1. RemoveImage removes an image from the view that was created by ShowImage.
   2. Attributes:
      1. #RemoveImage Name
         1. Name: The Name of the image to be removed.
   3. Example:
      1. *#RemoveImage Kitsune*
   4. Regex:
      1. ^#RemoveImage\s\*(.\*?)
   5. Changes:
6. Animate
   1. About:
      1. Animate starts an animation on an image displayed using ShowImage.
   2. Attributes:
      1. #Animate Name : ()
         1. Name: The Name of the image to be animated.
         2. (): The animations name.
   3. Example:
      1. *#Animate Joe-Face : (Fade)*
   4. Regex:
      1. ^#Animate\s\*(.\*)\s\*:\s\*\((.\*)\)
   5. Changes:
7. **PlayAudio**
   1. About:
      1. PlayAudio is used to start playing Audio defined with the declaration Audio.
   2. Attributes:
      1. #PlayAudio Name : (volume=%, channel=1 or 2, loop=bool, fadein=float,fadeout= float)
         1. Name: The Name of the image to be animated.
         2. Volume: The Volume in a percent that it will start off on.
         3. Channel: The Channel to play the audio on, currently only 1 and 2 are available.
         4. Loop: Loop is a Boolean. If true at the end of the audio it will restart it.
         5. Fadein: How many seconds to fade in to max volume.
         6. Fadeout: How many seconds before the end of the song to start fadeing out to 0 volume.
   3. Example:
      1. *#PlayAudio Paradise : (volume=1.0, channel=1, loop=0, fadein=5.0, fadeout=0.5)*
   4. Regex:
      1. ^#PlayAudio\s\*(.\*)\s\*:\s\*\((\s\*volume\s\*=\s\*([0-9]\*\.?[0-9]\*)\,?\s\*channel\s\*=\s\*([0-9]\*\.?[0-9]\*)\,?|\s\*loop\s\*=\s\*((0|1|true|false))\,?|\s\*fadein\s\*=\s\*([0-9]\*\.?[0-9]\*)\,?|\s\*fadeout\s\*=\s\*([0-9]\*\.?[0-9]\*)\,?)\*\s\*\)
   5. Changes:
8. **PauseAudio**
   1. About:
      1. PauseAudio is used to pause the audio playing.
   2. Attributes:
      1. #PauseAudio Channel
         1. Name: The Channel name to pause. (Channel1, C1, C2 or Channel2)
   3. Example:
      1. *#PauseAudio Channel1*
   4. Regex:
      1. ^#PauseAudio\s\*(C1|Channel1|C2|Channel2)
   5. Changes:
9. **ResumeAudio**
   1. About:
      1. ResumeAudio is used to resume the audio playing.
   2. Attributes:
      1. #ResumeAudio Channel
         1. Name: The Channel name to resume. (Channel1, C1, C2 or Channel2)
   3. Example:
      1. *#ResumeAudio Channel1*
   4. Regex:
      1. ^#ResumeAudio\s\*(C1|Channel1|C2|Channel2)
   5. Changes:
10. **Wait**
    1. About:
       1. Wait is used to wait a certain amount of time before continuing. Animations will play while waiting and text will also finish displaying if wait is on.
    2. Attributes:
       1. #Wait Float
          1. Float: the amount of time to wait.
    3. Example:
       1. *#Wait 5.0*
    4. Regex:
       1. #Wait\s\*([0-9]\*\.?[0-9]\*)
    5. Changes:
11. **Jump**
    1. About:
       1. Jump is used to go to a specific scene line.
    2. Attributes:
       1. #Jump Name
          1. Name: The scene name to jump to.
    3. Example:
       1. *#Jump Scene4*
    4. Regex:
       1. ^#Jump\s\*(.\*)
    5. Changes:
12. **Scene**
    1. About:
       1. Scene is used to specify a scenes name. It can be jumped too using Jump. #Scene GameStart specifies where it goes from the main menu. #Scene Start is where it will start reading from the very beginning.
    2. Attributes:
       1. #Scene Name
          1. Name: The Scene’s name.
    3. Example:
       1. *#Scene Scene3*
    4. Regex:
       1. ^#Scene(\s\*)(.\*)
    5. Changes:
13. **Choice**
    1. About:
       1. Choice is used to get user input.
    2. Attributes:
       1. #Choice : (value=””, command=””, %x, %y, image=””)
          1. Value: The text value of the button, there is no text value if there is an image.
          2. Command: The scene to jump too.
          3. %x: The x coordinate of the button.
          4. %y: The y coordinate of the button.
          5. Image: The name of the image to be shown instead of the button and value.
    3. Example:
       1. *#Choice : (value="Car", command="Scene2", 0.5x, 0.5y, image="Joe-Face"), (value="Car",command=Scene3, 0.1x, 0.1y)*
    4. Regex:
       1. ^#Choice(\s)\*:(\s)\*(.\*)
    5. Changes:
14. **FadeBackground**
    1. About:
       1. FadeBackground is used to fade the background image into another.
    2. Attributes:
       1. #FadeBackground Name : #
          1. Name: The Background’s name.
          2. #: The amount of time to fade from the current to the Name.
    3. Example:
       1. *#FadeBackground Blackspace : 5.0*
    4. Regex:
       1. ^#FadeBackground\s\*(.\*)\s\*:\s\*(([0-9]\*\.?[0-9]\*))
    5. Changes:
15. **TextBoxOn**
    1. About:
       1. TextBoxOn or TBON is used to make the text box visible. By default it is.
    2. Attributes:
       1. #TextBoxOn
    3. Example:
       1. *#TBON*
    4. Regex:
       1. #(TextBoxOn|TBON)
    5. Changes:
16. **TextBoxOff**
    1. About:
       1. TextBoxOff or TBOF is used to make the text box not visible. By default it is visible.
    2. Attributes:
       1. #TextBoxOff
    3. Example:
       1. *#TBON*
    4. Regex:
       1. #(TextBoxOff|TBOF)
    5. Changes:
17. **TextBoxTransparent**
    1. About:
       1. TextBoxTransparent or TBT is used to set the transparency of the textbox.
    2. Attributes:
       1. # TextBoxTransparent %
          1. % : The % of transparent it is.
    3. Example:
       1. *#TBT:*
    4. Regex:
       1. ^#(TextBoxTransparent|TBT)\s\*:\s\*([0-9]\*\.?[0-9]\*)
    5. Changes:
18. **FontStyle**
    1. About:
       1. FontStyle is used to change the current font. It is not used currently. The Fonts must be defined in the inspector.
    2. Attributes:
       1. #FontStyle : Font
          1. Font: The name of the font. Corresponds to the Inspector Name of the font.
    3. Example:
       1. *#FontStyle : ClibraBlack*
    4. Regex:
       1. ^#FontStyle\s\*:\s\*(.\*)
    5. Changes:
19. **MainMenu**
    1. About:
       1. MainMenu is used to jump to the main menu.
    2. Attributes:
       1. #MainMenu
    3. Example:
       1. *#MainMenu*
    4. Regex:
    5. Changes:
20. **NEXT**
    1. About:
       1. NEXT is used to skip to the next line of the game once the current line is read. If it is a speech line it will wait till the speech line is done, then 0.5 seconds then it will skip to the next. If it is with a FadeBackground it will wait till the Fade is done.
    2. Attributes:
       1. NEXT
    3. Example:
       1. *#TextBoxTransparent 0.1 NEXT*
    4. Regex:
    5. Changes:
21. MouseBreak
    1. About:
       1. MouseBreak will make any input by the user to go forward to nothing, it is advised you use NEXT to keep the game flowing while the mouse is “broken”. MouseFix reverses this affect.
    2. Attributes:
       1. MouseBreak
    3. Example:
       1. *#TextBoxTransparent 0.1 MouseBreak*
    4. Regex:
    5. Changes:
22. **MouseFix**
    1. About:
       1. MouseFix is the opposite of MouseBreak. It will let the user control the game and will “Fix” the mouse “break”.
    2. Attributes:
       1. Mousefix
    3. Example:
       1. *#TextBoxTransparent 0.1 MouseFix*
    4. Regex:
    5. Changes: